ENCYCLOPEDIA HARNICA 10

BURZYN
Chybisa's mighty Royal Castle

ATLAS HARNICA
The Kingdom of Chybisa

CHYBISA
History, politics and clans

COLUMBIA GAMES INC.

#6010

ENCYCLOPEDIA HARNICA

ENCYCLOPEDIA HARNICA (EH)

Welcome to Encyclopedia Harnica. This concept has received more requests from gamemasters using Harn than anything else. The idea is to present consistent additions to Harn in a well organized expandable format. This module is designed to be cut into individual pages, three hole punched, and inserted in your own EH binder. The simplest procedure is as follows. (1) Remove the staples. (2) Remove the covers, colour plates, and pages from the booklet and cut them into individual pages along the folds. (3) Three hole punch each page making sure this is done on the side with the widest margin. (4) Arrange the pages into their separate articles and insert alphabetically into your EH binder. We hope you already have our CITIES OF HARN expansion module. This module contains the seven cities of Harn, organized for inclusion in EH, and our local scale and interior mapping keys which we cannot repeat herein.

EH10

This issue we have Burzyn castle; a detailed article on Chybisa; and the atlas map for Chybisa.

BURZYN

One of the most impressive fortifications on Harn and the royal seat of Chybisa, Burzyn has twice changed hands in the last fifty years. Strategically located on the only bridge over the Ulmerien River, the castle commands the traffic on the Genin Trail. It is also a trading centre of some significance, dealing not only with merchant caravans but with the surrounding barbarian nations.

CHYBISA

The smallest kingdom on Harn and with claims upon it from both Kaldor and Melderyn, Chybisa maintains a fragile independence. In this article we provide detail on the politics, economy, and clans of this surprisingly wealthy kingdom.

ATLAS HARNICA

A series of detail maps for the settled lands of Harn, showing villages, manors, mines, points of interest, streams, rural tracks, and so on. Each map is indexed with an alphabetical list of settlements, and the holder, leige, acreage, etc. for each location. The maps and indices are designed to be kept separate from the main body of EH; another binder or placement at the back of your EH binder is recommended. The map key for ATLAS HARNICA appears in EH1.

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NEXT ISSUE (EH11)

TELUMAR
An Earthmaster site in the Sorkin Mountains notorious for its unearthly lights, Telumar is the home of Lepridis of Melderyn, an eccentric mage of unpredictable habits.

BUJOC
Five hundred years ago they nearly destroyed the kingdom of Elorinar and were counted among the most bloodthirsty tribes of Harn. Now they are shy and secretive, their culture one of the most unusual on Harn.

ILME
The very existence of these peculiar inhabitants of the Ilmen Marsh is often doubted on Harn. Those who seek the "Mere Dragons" had best be prepared for a unique experience.

AZADMERE, CHYBISA AND EVAEL HERALDRY
An excellent colour plate on the arms and achievements of the great clans of these three kingdoms.

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LOCATION: Kingdom of Chybisa
STATUS: Royal Castle
GOVERNMENT: King of Chybisa
POPULATION: 500 (approximately)

Burzyn, the largest settlement in the Kingdom of Chybisa, is the principal seat of the King of Chybisa. This is a long standing tradition in the Kingdom. (Began by the council of Chybisan barons who ruled for Melderyn.) Each monarch maintains a residence here throughout their reign. Located on the south bank of the the Ulmerien River the castle marks the halfway point of the Genin Trail. Burzyn also controls the only bridge over the river.

HISTORY

The district was first occupied around 1200 BT by the Jarin. During the Atani wars Daelda,the Sindarin king of Harn, was forced to give up the Anadel, Solora and Horadir regions to the invading Lythians. This prompted many of the Jarin to leave the region and settle north of the Ulmerien. The Jarin who remained behind were gradually assimilated by the invaders. The Lythian/Jarin mixture in the Ulmerien valley saw the rise and fall of several minor kingdoms in the centuries that followed. Most of these scarcely outlived their founders but for the most part the Ulmerien valley prospered and was peaceful.

In 160 TR these disparate settlements and nations were united by the historically shadowy figure of Shobald of Shosel, believed to have been a Melderyni knight. He built a fortified tower on an island in the Ulmerien and established his principal seat of government around the existing settlement on the north bank of the river.

Burzyn castle dates from the reign of Verlid II. Verlid began a small keep on the site of an earlier Jarin hill fort abandoning the decaying tower built by Shobald. During the latter stages of the Migration Wars, as the tribal nations ravaged the Chybisan farmlands, Burzyn keep was the principal factor allowing the kingdom to survive. Burzyn served as a refuge and rallying point for the kingdom. In 227 the Hodiri were defeated at the gates of Burzyn ending the last tribal threat to the kingdom.

Over the next several centuries Burzyn was periodically strengthened and enlarged. In 458 an outcast Khuzan mason, Hazmaral of Orinain, arrived in Chybisa. The exact nature of Hazmaral's banishment by his clan is unknown. He never volunteered the information, and it was generally deemed unwise to inquire. Hazmaral was quickly contracted by the council of barons to upgrade the fortifications of Burzyn and over the following several decades Hazmaral supervised the building of modern Burzyn. Construction proceeded slowly due to the Khuzan building techniques (see "Khuzdul", EH1) used by Hazmaral, which his human underlings were slow to grasp. Building slowed with the accession of the house of Burzada. Sharat and his heirs were more interested in filling their coffers than completing the expensive fortifications. In 529 Hazmaral left Chybisa, apparently disgusted by his employer's greed. By this time the bulk of Burzyn was completed with the exception of one tower and the connecting walls of the outer bailey. The outer bailey was finished with one square tower, the human masons being too unskilled to build in the Khuzan manner. The outer, towerless wall was begun during the reign of Sabalyne after Chybisa was devastated by the Red Death. Physicians had blamed the deaths of Sabalyne's family on the proximity of the castle to the plague ridden town and so the wall was built to prevent similar catastrophes. Since then the grounds within have become home to powerful families.

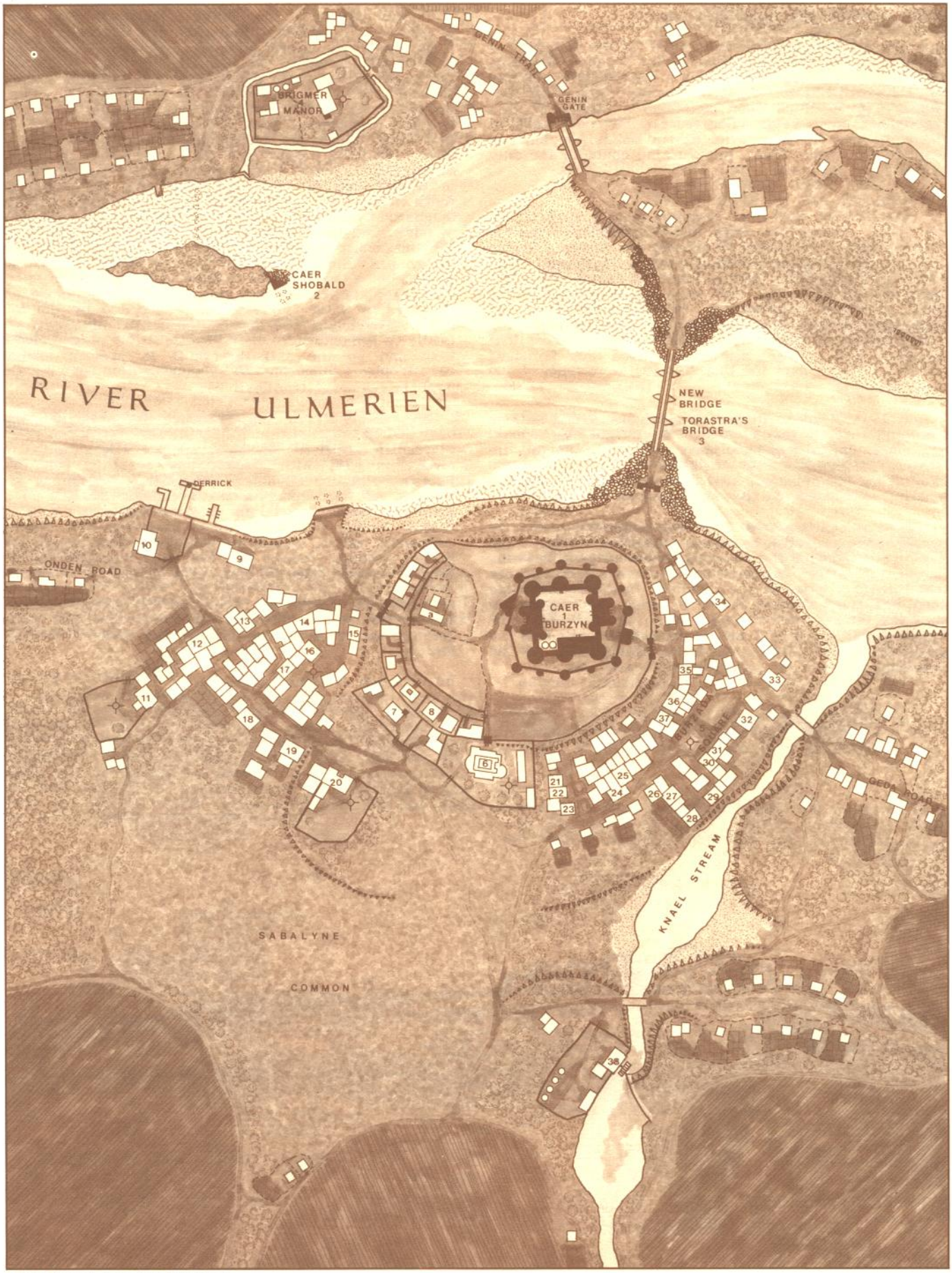
As a result of the Treasure War, Burzyn was besieged by the armies of Kaldor in 675. For three years the castle defied it's enemies, sporadically supplied by river. In 678, with disease and rebellion rampant, Balesir, King of Chybisa, surrendered. Obtaining the honours of war from Torastra, Balesir and his loyal followers were forced into exile in Melderyn. In 687, Balesir finally returned with a small but well trained mercenary army. Balesir defeated the disorganized and ill-led Kaldoric forces at Geda, and regained Burzyn (and his crown) when its skeleton garrison surrendered.

Since 687 there have been few changes at Burzyn. Balesir and his son Verlid VII have maintained the castle defenses and trade has continued to flow smoothly through Burzyn.

Introduction continued page 10.

BURZYN
GM MAP

LOCAL SCALE
FEET
0 50 100 200



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1. CAER BURZYN
The traditional seat of the monarchs of Chybisa. The original keep was built in 216. It has been modified many times. Complete plans for the castle are given on the following pages. [a] House of Dalaglea, bonded ostler. The building also contains the House of Gillan, bonded weaponcrafter.

2. CAER SHOBALD
The ruined tower built by the founder of Chybisa. It served as a secondary fortress and watchtower until being abandoned in 707 due to undermining by the flooding Ulmerien. There is a washed out bridge between the island and the north bank.

3. NEW BRIDGE/TORASTRA'S BRIDGE
Standard tolls are charged to cross this bridge. It is officially called New Bridge, but is more commonly called Torastra's Bridge due to its rebuilding by the Kaldoric king during the siege of Burzyn. The bridge had been largely destroyed by the Chybisan defenders during their retreat. Needing it both to supply his besiegers and to keep the Genin Trail open, Torastra speedily repaired it. The bridge is often used as the site of execution of common criminals. There are usually one or two felons dangling beneath the bridge.

4. BRIGMER MANOR

5. BURZADA SQUARE
The Burzyn market is open daily from noon to dusk, except on holidays.

6. TEMPLE OF LARANI
A temple of the of the Order of the Spear of Shattered Sorrow.

7. TOWER OF THE UNICORN
The residence of the chief herald of Chybisa, the Unicorn Herald, and the Chybisan College of Heralds.

8. HOUSE OF THE SILKEN VEIL
Size: 12 Quality: **** Prices: high
The only house of of the Courtesans' Guild in Chybisa. Its business is officially frowned on, but Amyrtis of Sprinsal's house is prosperous. Other buildings in this area are wealthy residences.

9. BONDING HOUSE
Used for the storage of goods. Building to west is residence of bondmaster, Robil of Cros.

10. SHIPWRIGHT/PILOT/SEAMEN/CHANDLER
The four maritime guilds share space here. The shipwright is Filap of Gerd. He builds and repairs the riverboats used in the kingdoms internal trade. The chandler is Eadin of Kyg; size: 2 quality: *** prices: low. The building also serves as a hostel for rivermen.

11. THE BLUE HORSE (Evin of Tremclas)
Size: 11 Quality: **** Prices: high
Evin caters to wealthy locals, merchants and travellers. The adjacent building houses freemaster ostler Sabris of Menaysa. Like other ostlers in Burzyn, Evin brokers Hodiri horses.

12. TIMBERWRIGHTS' GUILD
A warehouse and hostel.

13. SALTER'S GUILD
A warehouse and hostel.

14. TENTMAKER (Henan of Rithan)
Size: 6 Quality: **** Prices: average.

15. EMBALMER (Dalon of Ashawe)
Size: 3 Quality: *** Prices: low
Dalon also runs a safehouse for the local Lia-Kavair from his establishment.

16. WEAPONCRAFTER (Adin of Dirahn)
Size: 6 Quality: **** Prices: high
Specialty: shortbows for trade to the Hodiri.

17. CHARCOALER (Nelon of Emral)
Size: 6 Quality: *** Prices: average

18. METALSMITH (Lissan of Hedive)
Size: 9 Quality: **** Prices: high

19. WOODCRAFTER (Anseh of Derson)
Size: 8 Quality: **** Prices: high

20. THE SOUTHRON'S REST (Lastel of Nethum)
Size: 12 Quality: ** Prices: low
Patronized by local riff-raff. A few prostitutes reside here. Freemaster ostler Chebral of Prama, in the adjacent structure, is the major Burzyn broker of Hodiri horses. Tribesmen are frequent visitors.

21. LOCKSMITH (Empus of Omath)
Size: 1 Quality: *** Prices: low

22. LEXIGRAPHER (Crissam of Pross)
Size: 2 Quality: ** Prices: average

23. LITIGANT (Vulen of Alloc)
Size: 1 Quality: **** Prices: high

24. WOODCRAFTER (Yaldan of Abwes)
Size: 6 Quality: *** Prices: average

25. WOODCRAFTER (Lorin of Malvel)
Size: 5 Quality: ** Prices: low

26. PHYSICIAN (Lanas of Gurridge)
Size: 2 Quality: *** Prices: high
Lanas overprices his services, but due to his competitor, those desiring to survive have little choice.

27. MINERS' GUILD
Guildhall and hostel for miners.

28. PHYSICIAN (Quasc of Selot)
Size: 1 Quality: * Prices: low
The mortality rate of Quasc's patients is alarming.

29. POTTER (Kirlin of Teslan)
Size: 2 Quality: *** Prices: average

30. CLOTHIER (Peld of Rabail)
Size: 3 Quality: ***** Prices: high+
Peld, who claims to be from Shiran, does most of his business with the wealthy folk of Chybisa.

31. MERCANTYLER/USURER (Senserra of Weldur)
Size: 5 Quality: *** Prices: high

32. HALL OF THE MANGAI/MERCANTYLERS' GUILD
Hall of the Mangai occupies the upper floor. The council meets monthly. The Mercantylers' Guild on the ground floor is both a commodities exchange and a hostel for members.

33. CLOTHIER (Caro of Melnad)
Size: 7 Quality: *** Prices: average

34. HIDEWORKER (Asada of Frembas)
Size: 6 Quality: *** Prices: average

35. APOTHECARY (Merma of Chesand)
Size: 1 Quality: **** Prices: high

36. MASON (Falisan of Rewast)
Size: 5 Quality: *** Prices: average

37. LITIGANT (Tyd of Holast)
Size: 2 Quality: ***** Prices: high+

38. MILLER/MILLWRIGHT (Syma of Mathe)
Size: 6 Quality: *** Prices: average

BURZYN 4

SECOND FLOOR

Burzyn castle is one of the most impressive castles on Harn despite the fact that it stands only 27 feet at its highest point. Even at this low height the castle remains a formidable defensive system because of its concentric Khuzdul construction. Burzyn's standing garrison is made up of 5 men-at-arms, 25 foot soldiers and 10 archers. Some of these are quartered in the towers of the outer wall. Two gaurds patrol the outer bailey wall in addition to the gaurds stationed above each gate.

The chapel is dedicated to Larani, although Peonians of the household may also worship here. The chaplain, part of the permanent staff of the castle, has access from his quarters on the ground floor.

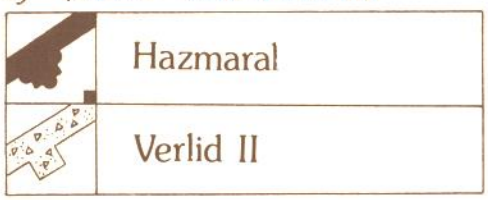
The western gate house is the residence of the King and Queen of Chybisa. There is a secret escape route under the King's great four-poster bed. This passage leads to the cellar. (See Cellar for details of escape route.)

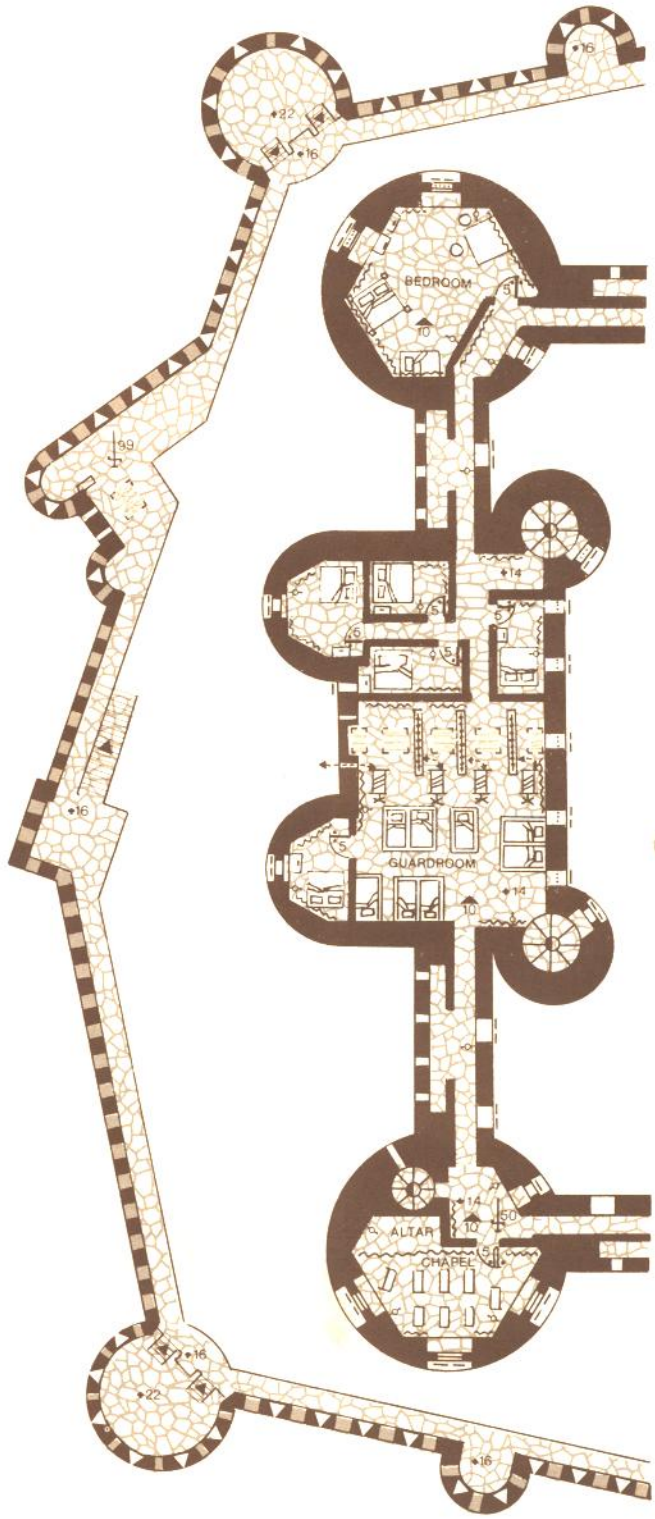
The bedrooms on this floor house the Chamberlain of Chybisa and other officials of the royal government. The bedroom in the tower to the west of the Chamberlain was once the private residence of the Khuzdul mason, Hazmaral. The stairs go down to a kitchen and storage space. At present these are the chambers of the Constable of Burzyn. The bedrooms on the first floor are sometimes used for prisoners of high status.

The upper gallery that now houses the music loft and the ladies dining hall was once the chambers for the king, queen, and various household staff. Two large chandeliers are suspended over the great hall. After the castle was upgraded by Hazmaral, the original keep lost its usefulness, resulting in the removal of most of the upper floor.

The stone construction in this illustration is drawn in two different styles to show the original keep built by Verlid II as opposed to the revisions made to the old keep by Hazmaral.

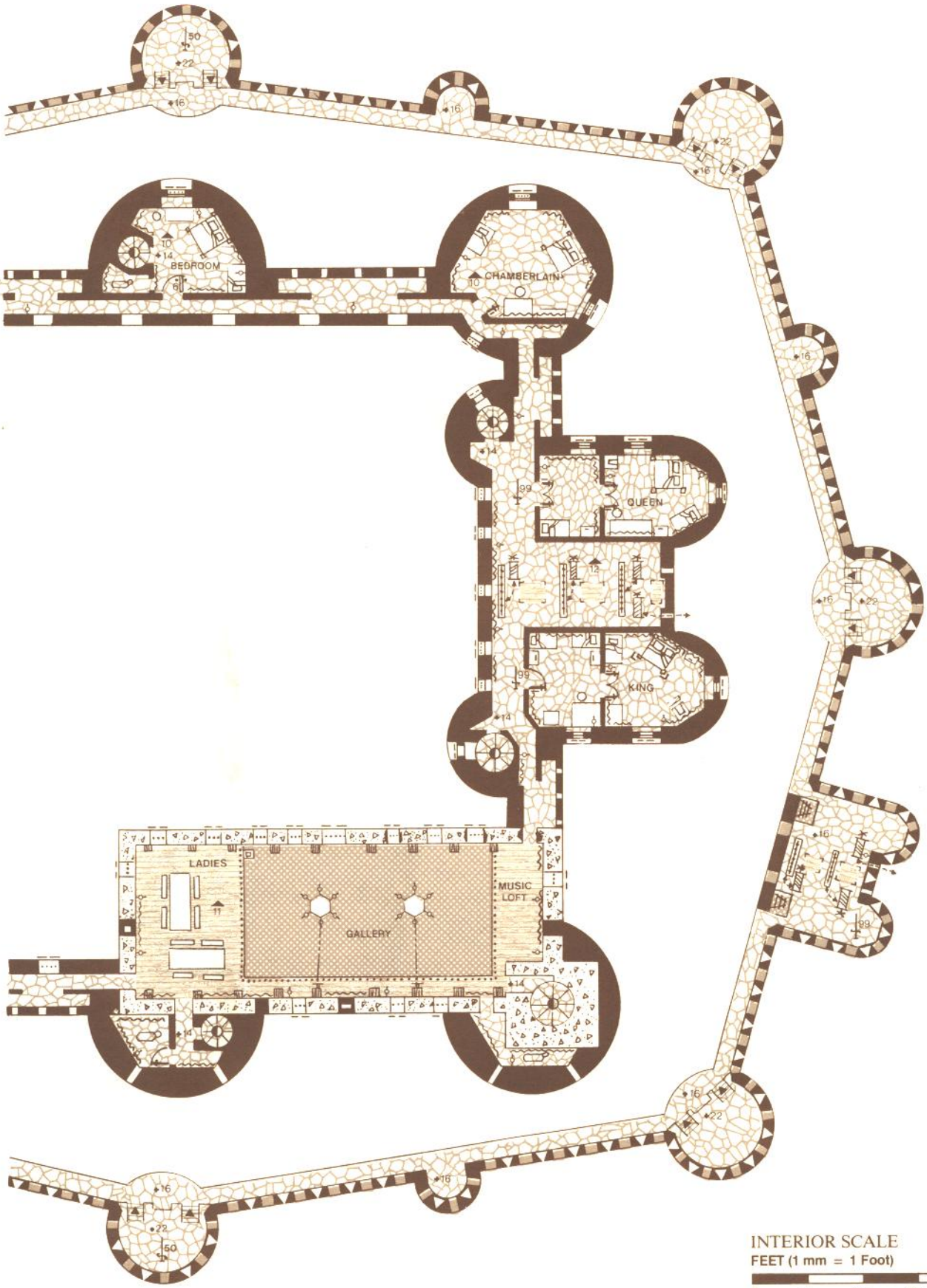
Special Key (stone construction)





BURZYN 5

Second Floor



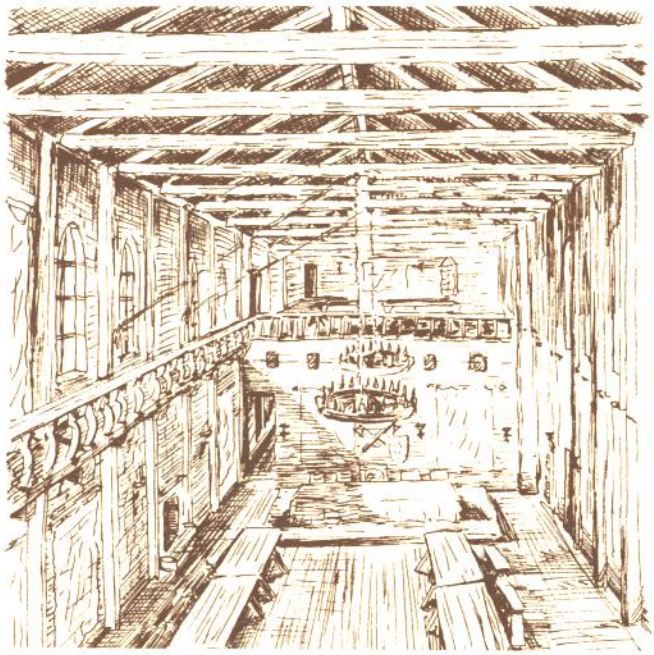
INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

GROUND FLOOR

The eastern wall has a section that was built after Hazmaral left. It is shown on the plans as rubble sandwich wall. The eastern gate contains a heavy iron sliding gate. During a siege, the track on which the gate slides is removed, causing the iron gate to drop into the groove rendering it immobile. The area south of the inside walls holds swine which are raised for the royal household.

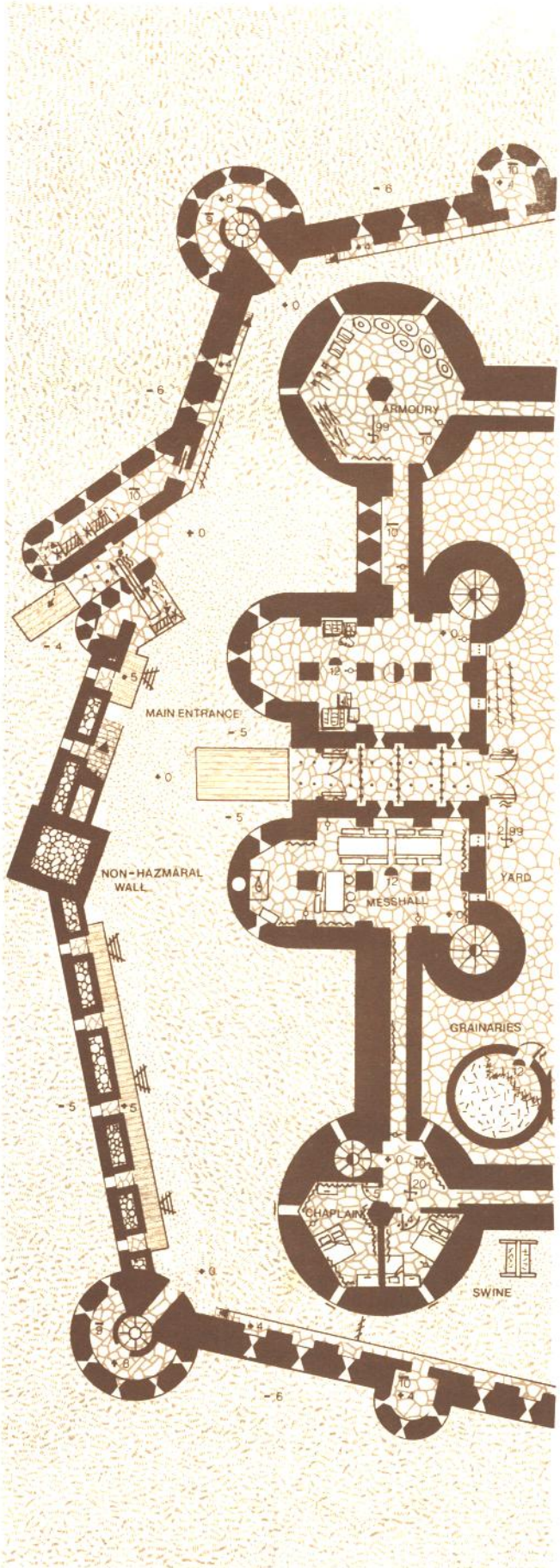
The cistern in the kitchen is filled by the rainwater flowing off the northern side of the roof. Excess water is drained to the cellar cistern for storage. Most of Burzyn's water is supplied in this method. The wells in the cellar are primarily used in times of little rain.



CELLAR (page 8)

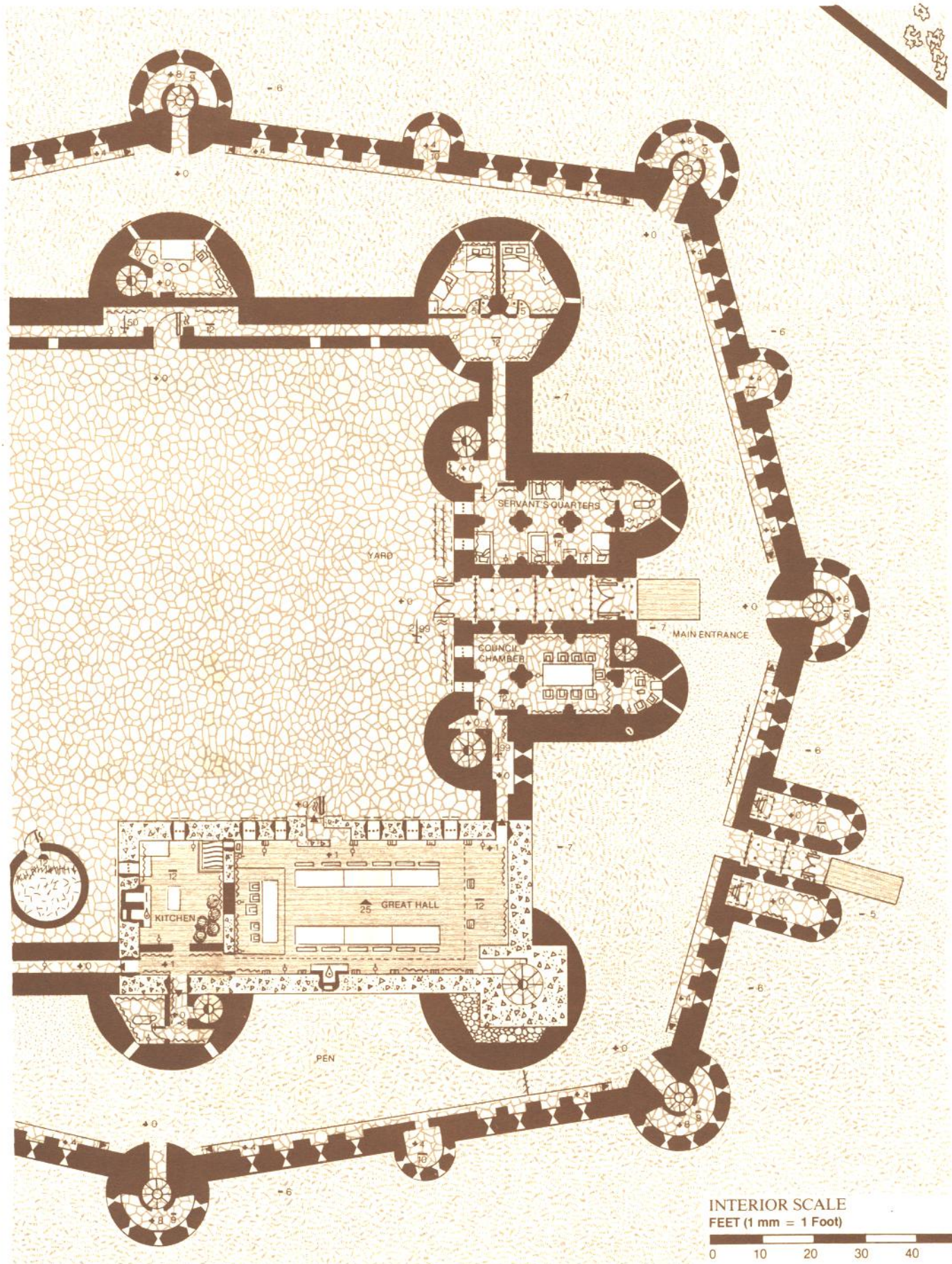
The most interesting feature in the cellar are the four river boats stacked two high in the escape tunnel. Each boat has enough provisions for six men and has an unstepped mast. The escape tunnel opens via a secret door in the Khuzdul built retaining wall at the river (see local map).

When Hazmaral left the upper great cellar and its lower counterpart were unfinished. The lower cellar is accessed by the secret and rarely used stairway in the north wall of the upper cellar. The lower cellar has not been occupied for about 250 years, and indeed is seldom visited. The floor is unleveled earth, covered by standing water and fungus. Verlid VII is reportedly considering completing the construction of both cellars. The local Lia-Kavair are eagerly awaiting this opportunity.



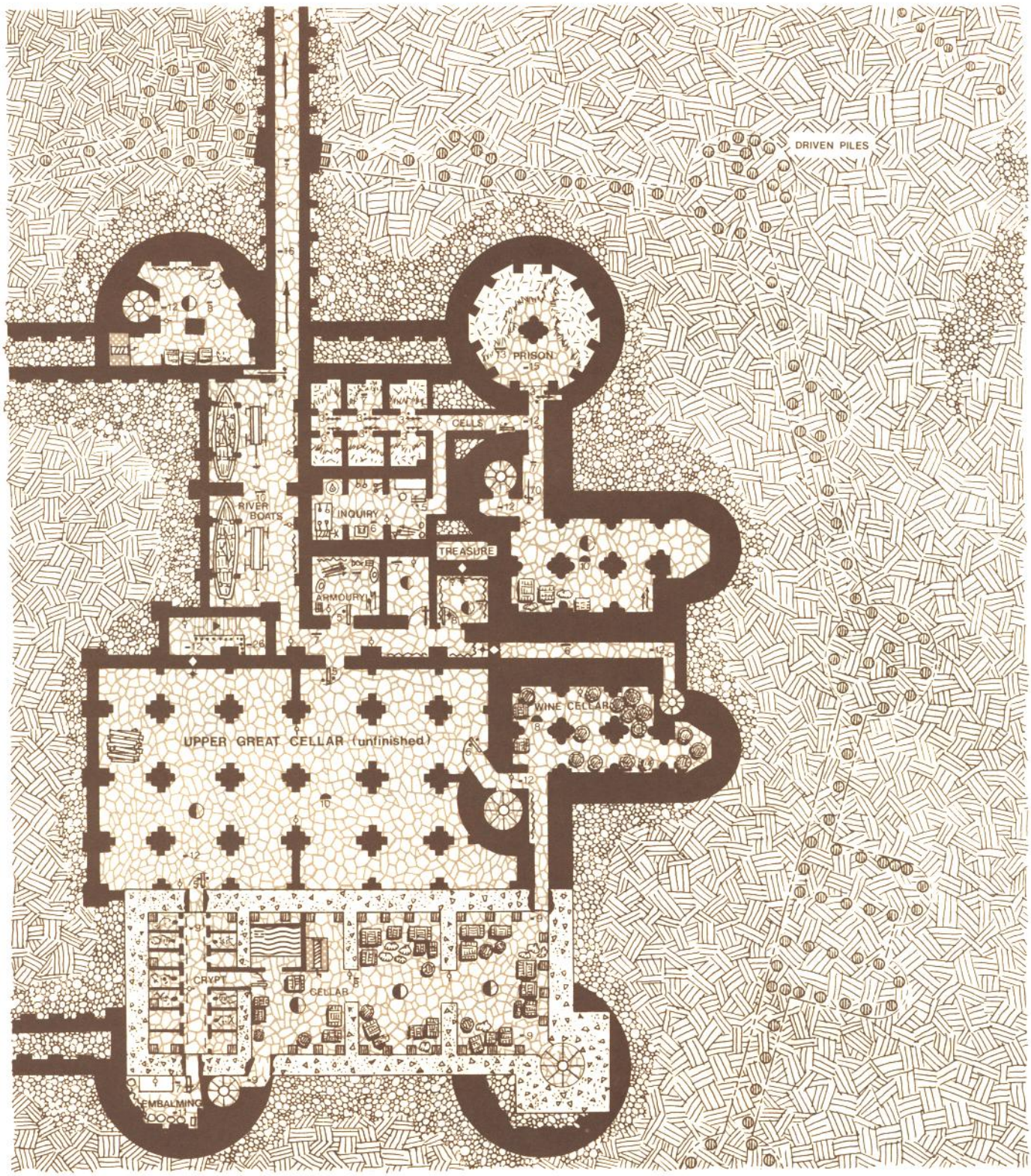
BURZYN 7

Ground Floor



BURZYN 8

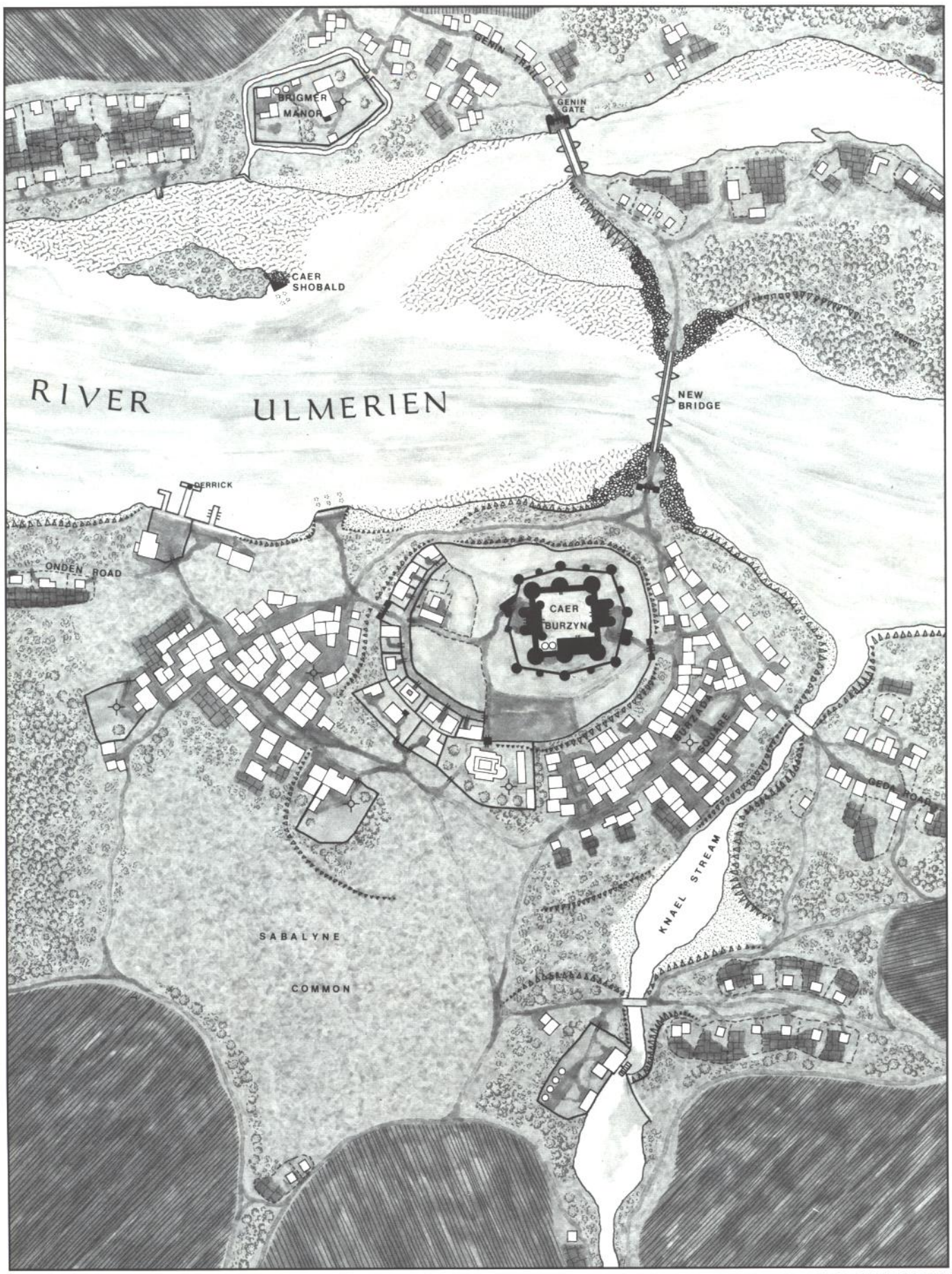
Cellar



INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

BURZYN
PLAYER MAP



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BURZYN
COMMON MAP

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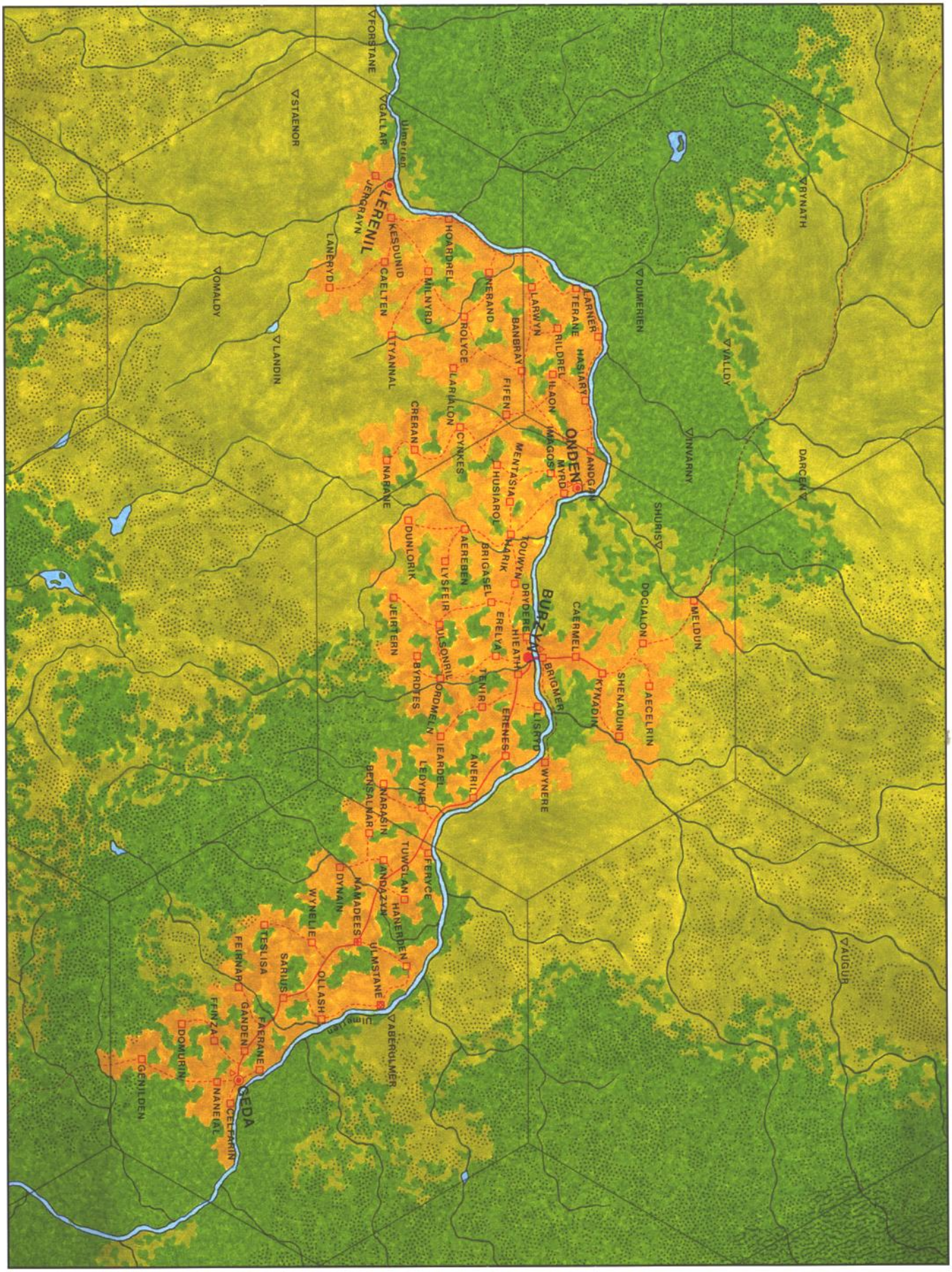
CHYBISA
GM MAP

LEAGUES
0 1 2 3 4 5



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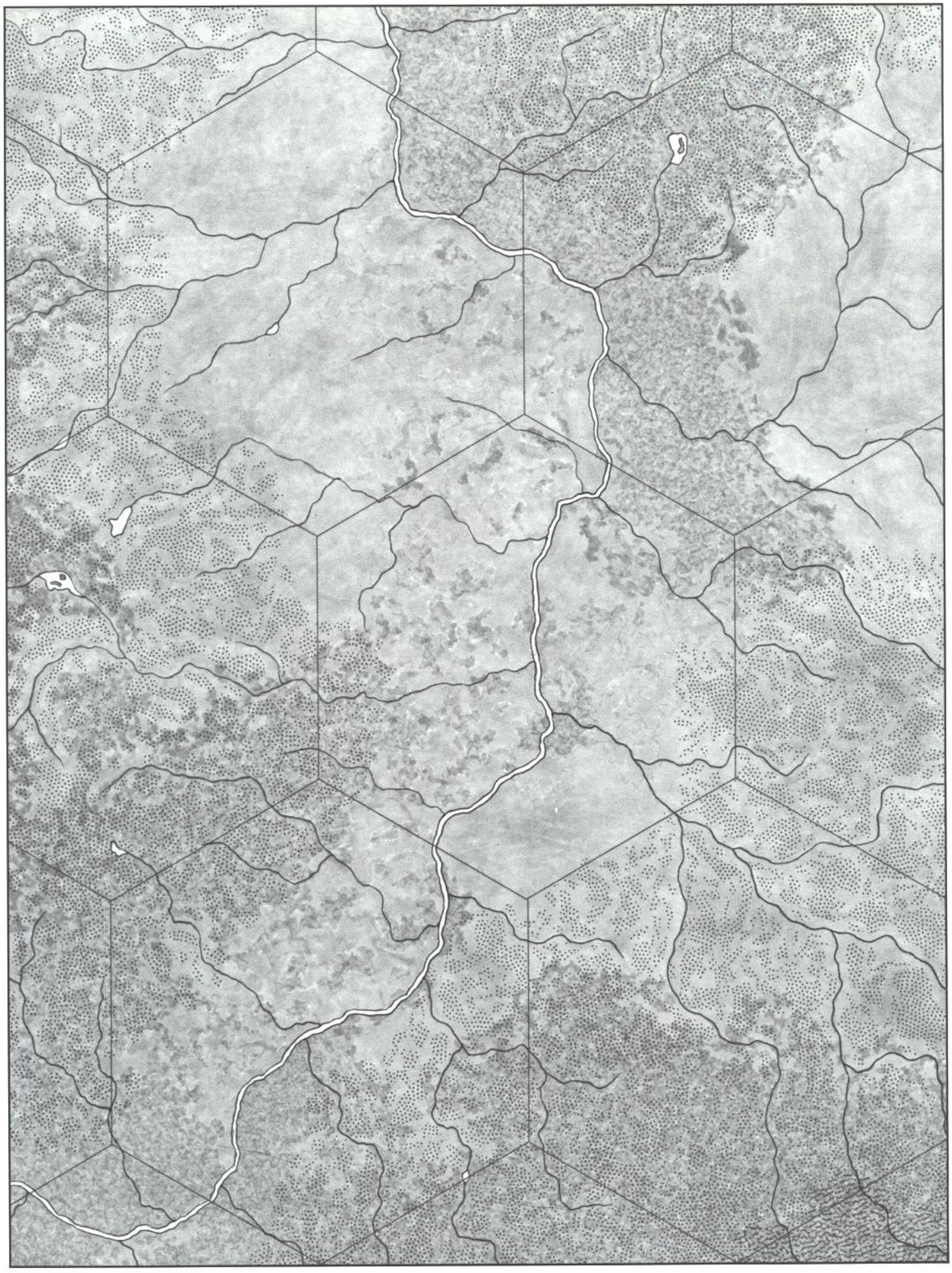
CHYBISA
PLAYER MAP

LEAGUES
0 1 2 3 4 5



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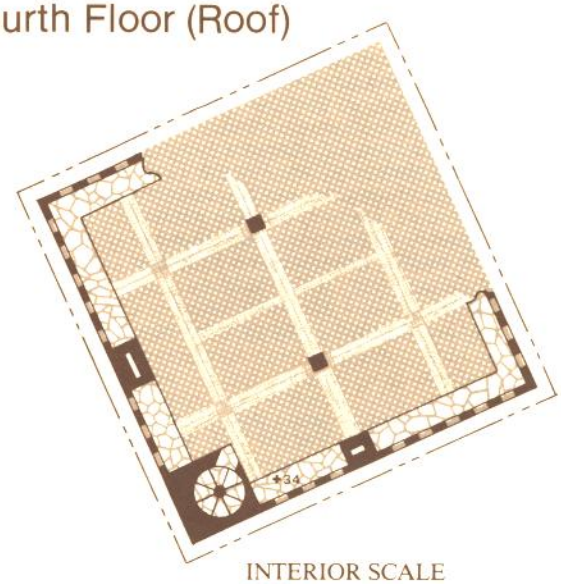
PERMISSION TO PHOTOCOPY

Caer Shobald

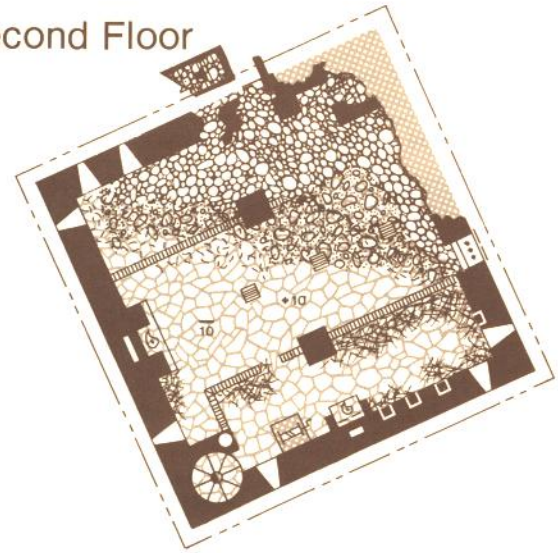
Third Floor

Fourth Floor (Roof)

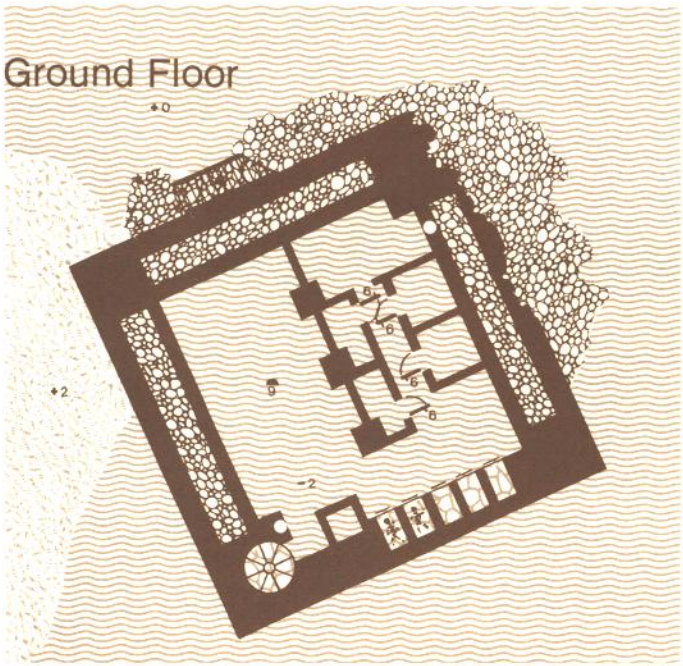


INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50

Second Floor



Ground Floor



CAER SHOBALD

Caer Shobald was built between 161-165 by Shobald of Melderyn, the founder and first ruler of Chybisa. It served as the royal seat and principal fortification of the young kingdom until the construction of Burzyn keep by Verlid II. When Burzyn became the royal seat Caer Shobald's role was reduced to that of a watchtower and secondary fortress. During that period it was usually manned by a garrison of two men at arms and five soldiers with a knight commander. The tower was situated on a small island reached by a bridge from the north bank of the Ulmerien. There was also a small dock attached to the tower.

In 707, unusually heavy rains caused the swollen Ulmerien to burst its banks, flooding many low lying areas. It also undercut Caer Shobald, collapsing much of the northeast wall and sweeping away the dock and bridge. The garrison had no intimation of their danger, and six of the eight men perished in the disaster including the commander, Sir Kerasid Sialar, a distant relative of Verlid VII.

Caer Shobald has been abandoned since that date. It is periodically visited by salvage crews seeking to remove stones or lumber but these are infrequent, due to the difficulty in reaching the tower and the fact that many have been killed or injured in attempts to salvage material.

The roof of the tower is now little more than beams. The upper floor is largely ruined, much of the wooden floor very unstable. The first floor contains the only entrance (now mostly choked with rubble) and was once the guardroom and kitchens of the garrison. The cellar (actually ground level) is covered by two feet of water. The crypt's contain the remains of Verlid I and an unknown person, variously believed to be Mearkis, an advisor (mage?) of Shobald, or the founder himself. The latter is unlikely. Verlid VII has several times expressed interest in removing the body of his ancestor and it is likely that such an attempt will be made in the near future.

It is almost certain that any items of particular value that were housed here were either lost in the flood or were subsequently looted. Some credulous folk believe that the early kings left stores of treasure here. Such tales are total fabrications, and only the witless believe them.

BURZYN 10

CHRONOLOGY

1200 BT: Jarin occupy district
700 BT: Lythian invaders occupy the Ulmerien Valley
160 TR: Foundation of Chybisa by Shobald
163 TR: Caer Shobald completed
213 TR: Construction of Burzyn keep by Verlid II
227 TR: Hodiri defeated by Verlid II at Burzyn
458 TR: Hazmaral begins castle construction
529 TR: Hazmaral leaves, castle virtually complete
545 TR: Pagaelin tribesmen raid Burzyn
559 TR: Red Death ravages the kingdom
675 TR: Treasure war with Kaldor
678 TR: Burzyn falls, Balesir exiled
687 TR: Battle of Geda, Burzyn reoccupied by Balesir

GOVERNMENT

As a royal castle and the kings principle seat, Burzyn is governed by Verlid VII and his lieutenants. The king spends about two thirds of his time here. When Verlid is not present the Constable of Burzyn, Sir Barain of Clamyns governs on his behalf. Verlid spends the rest of his time visiting the baronies of the Kingdom.

ECONOMICS

Burzyn is one of the major trading centres on the Genin Trail. A natural halfway point between Thay and Tashal, most caravans stop to rest there. This, in conjunction with the toll charged to cross the Ulmerien has brought considerable wealth to Burzyn. Goods are often barged from Burzyn to Ondel, Lerenil and other settlements along the river. Only Geda, also located on the Genin Trail, draws any similar revenue from commerce. This fact is a matter of concern to the merchants and guildsmen of Burzyn.

Rumours abound that Verlid may begin the construction of a town wall in the near future. It should be noted, however, that such rumours have been common for almost a century.

GUILDS

Apothecary:	[35]	
Chandler:	[10]	
Charcoaler:	[17]	
Clothiers:	[30]	[33]
Courtesan:	[8]	
Embalmer:	[15]	
Herald:	[7]	
Hideworker:	[34]	
Innkeepers:	[11]	[20]
Lexigrapher:	[22]	
Lia-Kavair:	[15]	
Litigants:	[23]	[37]
Locksmith:	[21]	
Mason:	[36]	
Mercantylers:	[31]	[32]
Metalsmith:	[18]	
Miller:	[38]	
Miner:	[27]	
Ostlers:	[1a]	[11] [20]
Physicians:	[26]	[28]
Potter:	[29]	
Salter:	[13]	
Seamen:	[10]	
Tentmaker:	[14]	
Timberwright:	[12]	
Weaponcrafter:	[1a]	[16]
Woodcrafter:	[19]	[24] [25]

TAXES

Since Burzyn has no town walls, the town is considered for tax purposes to extend one arrowflight from Caer Burzyn, except across the Ulmerien. The ambiguity of this definition leads to jurisdictional disputes, but most are resolved in favour of the King.

Property:	7% per annum (residential)
Property:	6% per annum (business)
Hawking:	12% of goods value
Bonding:	3% of goods value per month

RELIGION

The religious climate of Burzyn is typical of eastern Harn; the churches of Larani and Peoni have tax-exempt status, and receive endowments from the government and the population. Worship of Agrik, Morgath or Naveh is punishable by death. Other faiths are tolerated.

TEMPLE

[9] LARANI (Order of the Spear of Shattered Sorrow)

BURZYN'S GHOSTS

Burzyn and environs is home to several spectral inhabitants; some are the product of overindulgence in local taverns, some less easily explained. Among those that haunt the castle itself are the spirits of Udine II and Yebael Talbern, Balesir's first wife, who died after falling(?) down the staircase in the great hall. The junior branch of Clan Burzada allegedly haunts the site of their death north of Burzyn at Gargun hands; and there are numerous lesser manifestations. One of the more interesting is presented below.

MERREN OF THE VALLEY

Merren was a bandit who operated in the Ulmerien Valley between 669-683. He led an audacious band of brigands on raids against caravans, wayfarers and on more than one occasion, an isolated manor. A man of uncertain origins, Merren was renowned for his gentility despite a few incidents of barbaric and savage treatment of prisoners. He is alleged to have nailed a captive to a tree and flogged him to elicit information on one occasion. There are other, less attractive stories.

During the fourteen years of his active career Merren is assumed to have accumulated a vast hoard of wealth. Being understandably paranoid of his compatriots, Merren never kept much of his booty with him, favoring to bury the majority soon after gaining it. He was convicted in absentia and declared outlaw in 676. Merren was captured with some of his fellows and hanged from Torastra's Bridge two days after having raided an inn on the outskirts of Onden. He was drunk when found, having consuming large quantities of purloined brandy. Merren told his executioners that he was relieved to hear he would be hanged and would not have to face the hangover. As a result of this expedient execution, the locations of Merren's buried wealth died with him.

Merren's posthumous fame began when he claimed, moments before his execution, that he had stolen the Sword of Calsten. This claim may have been the product of his inebriation, but Torastra gave it enough credence to send a few expeditions in search of Merren's caches. None of these met with success.

Since his death Merren's ghost has reported by wayfarers on numerous occasions. He always appears as a rider, cloaked in grey, on a dappled horse. Sometimes he is seen with his cloak thrown open and a hangmans rope about his neck. It is said that he guards the treasure he buried during his life. Some have reported that he has beckoned to them, and the few who have followed him have found themselves led into bogs, Gargun packs, and other unhealthy environs. Simple folk tell that his shade rides hard on stormy nights, his drunken laughter echoing along the road.

It has long been assumed that Merren and his band operated from one or more of the ruined manors in southwestern Chybisa, and that his treasure was cached in the same area. Many attempts have been made to discover such hoards, but if any have met with success they have kept silent.

INTRODUCTION

Chybisa is the name of the small kingdom centered on Burzyn castle in the Ulmerien valley. It is bounded to the north and west by the region of Upper Osel, to the east by Anadel, and to the south by Horadir. The natural vegetation is mostly mixed woodland and forest with tracts of cropland and pasture. The land is among the most fertile on Harn due to alluvial deposits washed down from the Anadel hills.

The lands surrounding the kingdom are home to three tribal nations. Though the Bujoc to the east are shy and few in number, the Hodiri and Pagaelin to the south and north respectively are among the most populous tribes on Harn. Fortunately for the Chybisans neither nation is particularly hostile; both trade with the kingdom. Hodiri tribesmen can be found in Burzyn and other settlements and the Pagaelin are common visitors to the villages north of the Ulmerien.

Chybisa controls the only bridge across the Ulmerien and draws considerable wealth from caravan traffic. Extensive mining in the Anadel hills also swells the treasury. It has been whispered that gold has been found on one of the tributary streams of the Ulmerien in the Anadel highlands. There has been no reliable confirmation of these rumours however.

Chybisan relations with Kaldor and Melderyn are peaceful, if somewhat strained. Both have a claim to the kingdom, and while neither seems presently inclined to press their case, the situation worries the Chybisan throne. At the moment, however, trade flows freely through Burzyn and there are frequent visitors from Kaldor and Melderyn.

HISTORY

The Ulmerien valley has been occupied since 1200 BT when it was settled by Jarin. Little is known of this period, although the population must have eventually come under attack from the Lythian invaders during the Atani wars. When the Sindarin abandoned Anadel, Solora, and Horadir, many Jarin left the Ulmerien valley. Those who stayed were assimilated by the newcomers. During the next centuries settlements spread throughout the region and minor kingdoms rose and fell. There were as many small tribal nations as there were "civilized" kingdoms. Most tended toward an insular perspective and the region was generally prosperous and unmarked by strife.

Shobald/House of Shosel

This relative isolation ended in 160 TR with the arrival of Shobald, a knight of Melderyn. Shobald unified the tribes and nations and brought a large influx of immigrants from Melderyn, many of whom became major figures in his kingdom. Shobald spent his reign securing his realm. When the Pagaelin ravaged the northern settlements in 180-183 the effect on Chybisa was traumatic. It was made more so by Shobald's disappearance while leading a punitive mission against the invaders. Shobald's successor, Verlid I, proved to be an able general and kept the barbarians at bay throughout his reign. His son, Verlid II built Burzyn keep near the site of Shobald's tower. He also improved the defenses throughout the kingdom. This was as well, for the Bujoc and Hodiri would have destroyed Chybisa had it not been for his efforts. As it was the Hodiri were only narrowly defeated at the gates of Burzyn.

Later rulers of the House of Shosel showed little inclination to expand Chybisa. Manors were built north and south of the Ulmerien, but in general the kings of Chybisa were content with their tiny kingdom. The last two kings of the House of Shosel took an active interest in external affairs. Before he came to the throne Verlid V fought on the side of Aidrik II in the Kaldoric Civil War and later gave sanctuary to Aidrik's son. Verlid VI favoured the restoration of Aidrik III despite the resentment that policy gained him from Uthred of Kaldor.

House of Rylia

When Verlid VI died heirless in 409 the succession council offered the throne to Imadain I of Melderyn. This offer was primariily due to the renewed aggression by the Hodiri and Pagaelin. From 409-475 a council of Chybisan barons ruled in the name of the Melderyni kings. The Melderyni rulers paid little attention to their new acquisition, and seldom visited it. Barbarian hostility ceased soon after the Melderyni accession.

House of Burzada

When a bastard succeeded to the Melderyni throne (under the kingdoms ambiguous succession laws) the Chybisan barons were outraged. They seceded from the island realm and elected the most powerful of their number, Sharat of Lerenil. Sharat and his heirs were corrupt and greedy, ignoring the defense of the realm to fill their own coffers.

When Lonatar and much of his family died of the Red Death in 559, his 4th child, Sabalyne, became the first queen of Chybisa. Although she failed to reverse the corruption in the government, she gained the love of her simple subjects. Her son Gebral also failed to stem the graft. His heir, Udine I, was a skilled ruler who reversed much of the damage done by her predecessors. Her reign was marked with sadness, however. In 648 she banished her husband, Kerepel Harden, for infidelity; and in 660 the lesser branch of Clan Burzada was massacred by what appeared to be a Gargun swarm. It is said that Udine died of a broken heart.

Udine II, her only child, was Chybisa's most unfortunate ruler. Clubfooted and humpbacked, she was forced to accept the throne by willful and unscrupulous barons, with the promise of a quick marriage. The young but powerful Baron of Onden, Balesir Geledoth, was primary among these barons and under the sway of his cunning and devious mother, Larane Horsaid. Detractors have called this women the most maleficent and pitiless person ever to influence the councils of Chybisa. She has been posthumously accused of conspiracy in the deaths of the lesser branch of Burzada to murdering her son's first wife. Her boundless ambition for Balesir are the cause of many of these charges, although her innocence is hardly certain.

Three years after Udine II accepted the throne the barons finally arranged a marriage for her with a Kaldoric knight, Sir Denil of Uberma. This worthy, upon meeting his intended bride in Burzyn, publicly rejected the match. Humiliated, Udine withdrew to her chambers and slew herself.

House of Geledoth

When Udine II's suicide left the throne vacant the Barons elected the Baron of Onden who could claim the throne through descent from the younger sister of Gebral. In 675, Balesir became involved in the Treasure War with Kaldor. After long years of peace and corruption, Balesir's army was no match for the Kaldoric knights, and after a hard fought but futile stand north of the Ulmerien, Balesir found himself beseiged in Burzyn. He held out for three years until plague and rebellion forced his surrender. The treachery of the Baron of Geda in the spring of that year was no doubt a major factor in Balesirs decision. Receiving the honours of war from King Torastra of Kaldor, Balesir and his loyal vassals became exiles in Melderyn. In 687, after promising fealty to Chunul of Melderyn, Balesir raised an army and defeated the Kaldoric forces at the battle of Geda, regaining his throne. He promptly broke his promise of fealty, news of which act Chunul is reputed to have received with laughter. Chunul later denounced the treachery and has not given up his claim to Chybisa. Balesir died of stomach cramps in 691.

Verlid VII

Verlid succeeded his father at age 17 and has proved to be a competent if somewhat nervous monarch. It might be said that he has reason for his nervousness, as neither Kaldor nor Melderyn have given up claim to his kingdom. In addition his father ran up huge, as yet unpaid debts, with the userers of Thay. All of this has given Verlid ulcers and has not helped his congenitally weak heart.

Verlid VII has done much to improve Chybisa's defenses. Much of the expansion north of the Ulmerien undertaken by Baron Rythal was encouraged by Verlid, and the granting of Geda to Kjal Forsetha has improved the situation in the south east. Fearful of armed might descending upon Chybisa, Verlid has established a policy of careful diplomacy with Kaldor and Chybisa. He has constantly sought means to maintain Chybisan independence and hopes that as long as Kaldor and Melderyn continue to meet his ambassadors they will not attack. So far his strategy has been successful, not least because of King Miginath's advancing years and the fluid political situation in Kaldor. Verlid seems to fear the Melderyni more than his northern neighbours and he spends much effort seeking to appease the island realm.

To add to Verlid VII's worries, his son and heir, Balesir, is undergoing the early stages of syphilis and gets on poorly with his father. The Kings other child, Nerelin, married the Marshal of the Royal Guard in 719.

THE GREAT CLANS

It should be noted that the word "baron" is a generic term on Harn, generally meaning a major land holding noble. An Earl is a baron, as is a King, and likewise a wealthy knight. In Kaldor we only listed those barons who held keeps due to space. In Chybisa there are five clans who can be termed barons. Only two of them hold keeps, Forsetha and Legith, but the remaining three are not substantively weaker. Brief comments on the five great clans of Chybisa are presented below.

Afaelin (Baron of Aereben)

Martis Afaelin is the eleventh Baron of Aereben. The first baron, Opran Afaelin was granted the title by Gometh in 514 for services rendered to the throne. Opran was the Chancellor of the Excequer, and it is believed that he facilitated that Kings looting of the Treasury. The tenth baron, Merdil, was killed in battle with Kaldoric troops during the Treasure War. His son, Martis, submitted to Torastra, and was allowed to retain his barony, although he was never particularly trusted. When Balesir returned to the throne he confirmed the barony, Martis having quickly abandoned loyalty to Torastra. The Baron is a shrewd, manipulative politician, one of the most feared men in the kingdom. He is sixty four years old and somewhat slowed by gout. As Martis has no son, his heir is likely to be Winnisea, the eldest of his five daughters.

Forsetha (Baron of Geda)

Kjal Forsetha is the first of his clan and gained his barony under unique circumstances. Until 687 the barony was held by Clan Wasal. In 678 Sliris Wasal betrayed Balesir by swearing fealty to Torastra and aiding the Kaldoric monarch in the Treasure War. When Balesir returned from exile and defeated the Kaldoric army led by Wasal at Geda he granted the barony to Hamarin Tesael in recognition of Tesaels aid during the kings exile. Sliris Wasal was killed at the Battle of Geda. Hamarin Tesael's son, Ulaed, was a wenching drunkard and wastrel. Kjal Forsetha, of Orbaalese extraction, appeared in Geda in 708 with a retinue of eight warriors. It has been speculated that Forsetha and his band were survivors of the Cape Renda disaster. Forsetha was in service to the Baron Tesael for 5 years as a mercenary. In 713 Ulaed, in a fit of drunkenness, wagered his barony that Forsetha could not lift his horse. Forsetha did, and due to Ulaed's unpopularity with Verlid VII, was able to collect his wager. Verlid VII observed that he was well rid of a fool who would so readily cast away his heritage. Ulaed left Chybisa, and is believed to be living in Thay.

The Baron is renowned for his roistering manners and for the Orbaalese nature of his court. Depending on his mood he claims to be anywhere between fifty to seventy years of age, and he delights in performing feats of strength for visitors. He is a wise ruler of his estates and is among the strongest supporters of Verlid VII. Under his rule Geda has garnered greater wealth from the commerce on the Genin Trail. He has two sons; Bjan, who is thirty three, and very much his fathers son; and Yraal, a child of six, the product of Kjal's 714 marriage to the daughter of a Burzyn knight. Several bastard children are rumoured but unacknowledged.

Legith (Baron of Lerenil)

Salagys Legith is the fifth baron of Legith. The first baron, Ricane Legith was granted his title by Balesir in 665 to replace Clan Burzada, who had been the barons of Lerenil as well as kings of Chybisa. After Udine II's death there was no claim to the barony by her distant relatives. Clan Legith have traditionally been strong supporters of the royal house. The second baron, Tarasyr, went into exile with Balesir in 678. He died in Melderyn and his son, Tardane regained the barony in 687 after the expulsion of Kaldor. Salagys succeeded to the title in 709. He is a skillful politician and is probably the second most powerful noble in Chybisa after the king. Salagys plans to extend his barony to the southwest.

The baron is thirty nine. Rithalyr, his eldest son, serves in the High Guard. Salagys' younger brother Tarsyl is the Chancellor of the Exchequer.

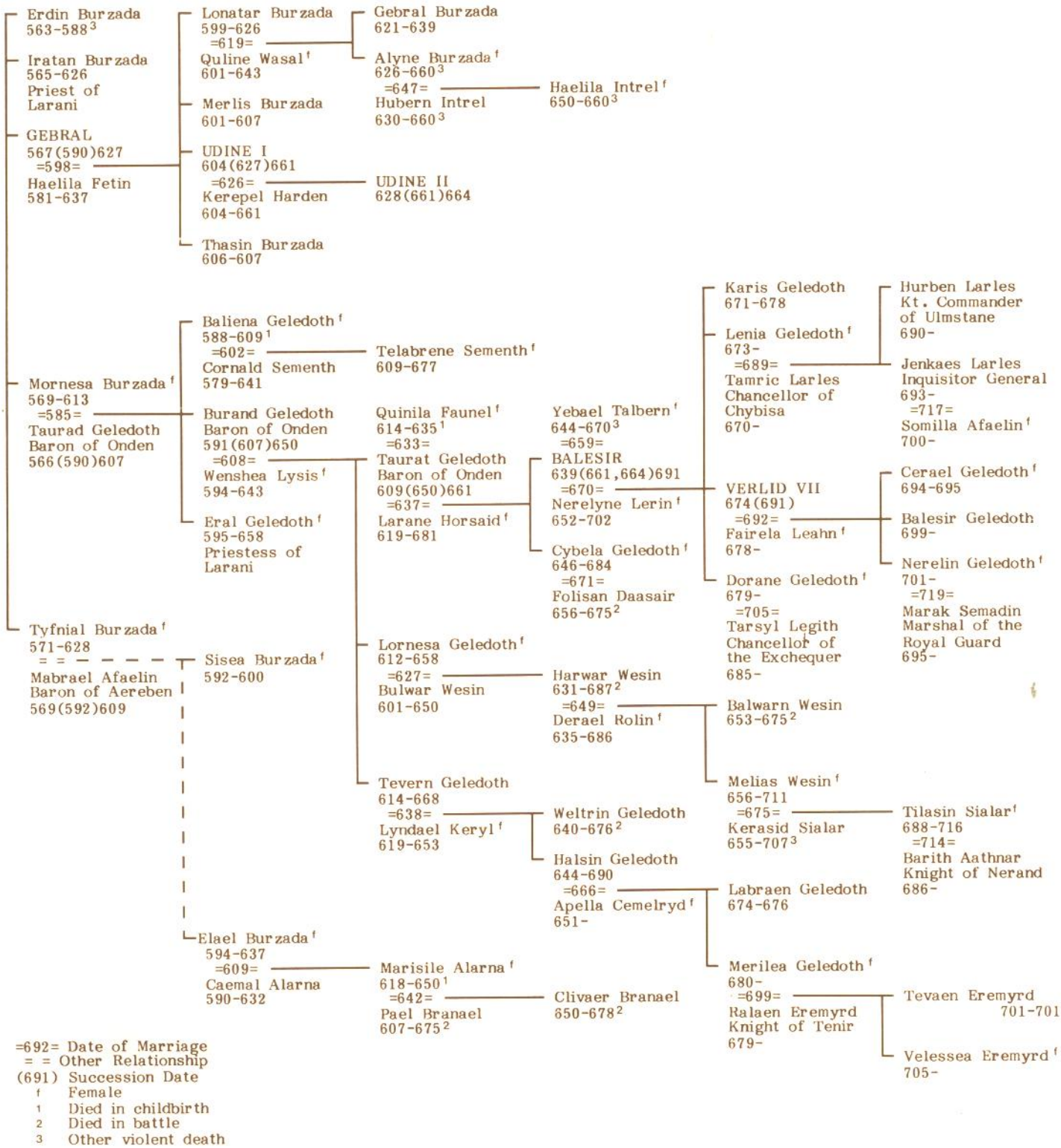
Rythal (Baron of Caermel)

Jebril Rythal is the second baron of Caermel. The barony was founded by Ardaet Rythal who was granted it by Verlid VII in 697. Jebril succeeded his father in 718. He is an energetic 24, eager to expand his holdings. There are many ruined manors nearby and Jebril has plans to rebuild some of them. These efforts may cause conflicts with the Pagaelin tribal nation who presently controls the area. Jebril is a close friend of the Crown Prince, Balesir Geledoth, and this has led to some decline in the Barons popularity with the King. Jebril is unmarried. At present there are negotiations underway to marry Jebril to the youngest daughter of Baron Afaelin.

Vastair (Baron of Andazyn)

Kamaen Vastair is the third of his line. Balesir granted the barony to Atamas Vastair as a reward for his aid during the exile in Melderyn. Atamis had been the captain of Balesirs guard, and had been largely responsible for subduing the token resistance to Balesir after the Battle of Geda. Kamaen inherited the barony in 711. He has a severe stammer, an impediment that makes him extremely self conscious. He avoids speaking in public if at all possible. Otherwise he is a competent if not spectacular liege. Kamaen is thirty two. He married late in life, and his son Manaer is only three.

GENEOLOGY OF CLAN GELEDOTH



=692= Date of Marriage
= = Other Relationship
(691) Succession Date
f Female
1 Died in childbirth
2 Died in battle
3 Other violent death

THE ROYAL GOVERNMENT

Chybisan government is similar to that of Kaldor [EH8]. Chybisa is a feudal state, and has all the attributes of one. Due to space we will only deal here with the points of difference in Chybisa.

The most notable difference between Chybisa and other feudal states is the fact that it is not divided into shires. As a result there are no sheriffs, and that level of government does not exist in Chybisa. For reasons of security there is a tendency in Chybisa for most of the rural population to live near the manors.

The Army

The significant permanent military force in Chybisa is the Royal Guard. This is comprised of two companies (20 men each) of knights bachelor that make up the High Guard; and an auxiliary force of three companies of elite men at arms that comprise the Low Guard. Verlid VII is giving serious consideration to expanding the Royal Guard.

Due to the tradition of a large number of land holding knights in Chybisa, the wealth available to maintain knights bachelor, and the greater than Harnic average number of yeomen farmers, the potential mobilization of a Chybisan army is much greater than its small size would lead one to expect. Verlid VII sends few patrols outside of the de facto borders of his realm, though all of his barons send troops into the wilderness and along the Genin Trail.

SUBINFEUDATION

Below is a complete list of major settlements in the Kingdom of Chybisa, with key economic and social data, and a complete list of all settlements owing fealty to these estates. Every manor mapped and indexed in Atlas Harnica is tabulated. These are indented left to right to show their subinfeudation rank. The holder and number of acres are also given. Economic data given is:

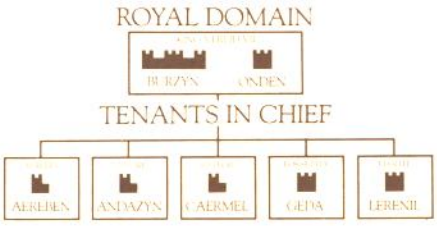
[U] URBAN revenue gained from urban taxes, tolls, rents, etc.

[R] RURAL revenue gained from the estates of the fiefholder.

[S] The number of knights owing service, followed by the total number of days of service owed by these knights. Some of this levy may be converted into scutage at 12-24d per day owed.

GARRISON The first number represents men at arms in the permanent garrison, the second number represents common soldiery. This can be supplemented at need by feudal militia and men at arms.

SUBINFEUDATION OF CHYBISA



AEREBEN 2240
LIEGE: King
HOLDER: Baron Afaelin
POPULATION: 160
GARRISON: 1/8
[U] 662d [R] 23,390d [S] 5/512

CRERAN (Siacyn) 2320
CYNKES (Ordcyn) 2050
DONLORIK (Bailiff) 1680
JEIRTERN (Kesgyate) 2280
LYSFEIR (Syrsal) 1600
BYRDTES (Bailiff) 1560
NARANE (Ialon) 1710
ULSONRIL (Bailiff) 1940

ANDAZYN 1830
LIEGE: King
HOLDER: Baron Vastair
POPULATION: 130
GARRISON: 1/5
[U] 330d [R] 14,050d [S] 4/400

BENSALNAR (Kescyn) 1710
FERYCE (Bailiff) 1200
DYNAIN (Andcaer) 2200
LEDYNE (Bailiff) 1540
NARASIN (Kesrel) 1880
TUWGLAN (Llayleane) 2010

BURZYN n/a
LIEGE: King
HOLDER: Constable
POPULATION: 470
GARRISON: 5/35
[U] 11,163 [R] 6,690 [S] 8/688

See "Burzyn" [EH10]. The Constable is Sir Barain of Clamyns, a knight renowned for both his wit and his ugliness. Burzyn has no acreage shown because it extends only to within arrow flight of the castle.

ANERIL (Caecaer) 1730
BRIGASEL (Tueltswyn) 1540
ERENES (Termyrd) 1710
ERELYA (Bailiff) 1150
HIEATH (Bailiff) 810
IEARDEL (Relnarril) 1980
LISRYD (Selkes) 1410
DRYDERE (Bailiff) 750
ORDMELN (Kynyss) 1540
TENIR (Eremyrd) 2100
TOUWYN (Kesialon) 1560

CAERMEL 1800
LIEGE: King
HOLDER: Baron Rythal
POPULATION: 130
GARRISON: 1/7
[U] 660d [R] 18,740d [S] 5/437

AECELRIN (Benwyn) 1500
BRIGMER (Mellestin) 1150
WYNERE (Bailiff) 1500
DOCIALON (Enaris) 1460
KYNADIN (Biurune) 1790
MELDUN (Bailiff) 2850
SHENADUN (Ceselryd) 2440

GEDA 1630
LIEGE: King
HOLDER: Baron Forsetha
POPULATION: 270
GARRISON: 2/12
[U] 4,060d [R] 17,240d [S] 8/675

DOMURIN (Thesslie) 1500
FEIRNAR (Cynsel) 1860
FFINZA (Bailiff) 1080
GANDEN (Salycelis) 1270
CELFARIN (Bailiff) 1040
GENILDEN (Rilhucul) 2390
NANEIAL (Bailiff) 1130
OLLASH (Narcynsal) 1680
SARIUS (Anasyr) 1520
TESLISA (Andcyn) 2180
WYNWLIE (Benter) 1750
FAERANE (Bailiff)700

LERENIL 600
LIEGE: King
HOLDER: Baron Legith
POPULATION: 190
GARRISON: 2/12
[U] 3,310d [R] 20,650d [S] 7/610

HOARDREL (Rydanus) 1390
CAELTEN (Bailiff) 1340
JERGRAYN (Bailiff) 1150
KESDUNID (Rhydadun) 1310
LANERYD (Narialon) 1910
LARIALON (Tonaril) 2160
MILNYRD (Benere) 1760
NERAND (Aathnar) 1900
ROLYCE (Bailiff) 3170
TYANNAL (Docord) 1950

ONDEN 1040
LIEGE: King
HOLDER: Constable
POPULATION: 230
GARRISON: 2/10
[U] 3,630d [R] 12,800d [S] 10/802

The Constable is the Crown Prince, Balesir Geledoth.

ANDGAN (Bailiff) 820
BANBRAY (Teraeth) 1680
FIFEN (Naryce) 1690
HARIK (Hacaed) 1750
ILAON (Wyntersel) 1500
HASIARY (Bailiff) 1010
HUSIAROL (Bailiff) 940
IMAGOS (Iewyn) 1500
LARNER (Brigalis) 1600
LARWYN (Larles) 1500
MENTASIA (Salcellis) 1760
MYRD (Sialar) 1410
RILDREL (Cemelryd) 1710
TERANE (Bailiff) 1080

CHURCH OF LARANI

NAMADEES (Abbot) 2310
LIEGE: King
HOLDER: Abbot of Namadees
GARRISON:

The Abbot, Jyka Misral, is elderly and in failing health.

HANERDEN (Bailiff) 1610
ULMSTANE (Kt. Commander) 1650

CHYBISA

PLACE	HUNDRED	HOLDER[1]	LEIGE SEAT	GROSS ACRES	LAND[2] QUAL.	HOUSEHOLDS[3] SF	RF	UF	
ABERULMER	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
AECELRIN	n/a	BENWYN	CAERMEL	1500	1.20	17	3	0	
AEREBEN	n/a	AFAELIN	KING	2240	1.21	24	6	6	BARON AFAELIN
ANDAZYN	n/a	VASTAIR	KING	1830	1.23	20	5	3	BARON VASTAIR
ANDGAN	n/a	Bailiff	ONDEN	820	1.23	10	3	0	
ANERIL	n/a	CAECAER	BURZYN	1730	1.23	19	5	0	
AUGUR	n/a	n/a	n/a	0	n/a	0	0	0	PAGAELIN AUGUR LODGE[7]
BANBRAY	n/a	TERAETH	ONDEN	1680	1.22	18	5	0	
BENSALNAR	n/a	KESCYN	ANDAZYN	1710	1.22	17	4	0	
BRIGASEL	n/a	TUELTSWYN	BURZYN	1540	1.22	14	5	0	
BRIGMER	n/a	MELLESTIN	CAERMEL	1150	1.23	12	4	0	
BURZYN	n/a	GELEDOTH	KING	N/A	1.23	0	6	98	ROYAL SEAT
BYRDTES	n/a	Bailiff	LYSFEIR	1560	1.21	17	4	0	
CAELTEN	n/a	Bailiff	HOARDREL	1340	1.22	14	4	0	
CAERMEL	n/a	RYTHAL	KING	1800	1.22	20	5	3	BARON RYTHAL
CELFARIN	n/a	Bailiff	GANDEN	1040	1.24	11	4	0	
CRERAN	n/a	SIACYN	AEREBEN	2320	1.21	24	7	0	
CYNKES	n/a	ORDCYN	AEREBEN	2050	1.22	22	6	0	
DOCIALON	n/a	ENARIS	CAERMEL	1460	1.20	16	5	0	
DOMURIN	n/a	THESSLIE	GEDA	1500	1.22	16	5	0	
DRYDERE	n/a	Bailiff	LISRYD	750	1.23	9	2	0	
DUMERIEN	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
DUNLORIK	n/a	Bailiff	AEREBEN	1680	1.21	27	5	0	
DYNAIN	n/a	ANDCAER	ANDAZYN	2200	1.22	23	7	0	
ERELYA	n/a	Bailiff	ERENES	1150	1.22	12	4	0	
ERENES	n/a	TERMYRD	BURZYN	1710	1.23	18	5	0	
FAERANE	n/a	Bailiff	WYNWLIE	700	1.24	10	3	0	
FEIRNAR	n/a	CYNSEL	GEDA	1860	1.22	19	6	0	
FERYCE	n/a	Bailiff	BENSALNAR	1200	1.24	12	4	0	
FFINZA	n/a	Bailiff	GEDA	1080	1.23	11	4	0	
FIFEN	n/a	NARYCE	ONDEN	1690	1.22	17	5	0	
FORSTANE	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
GALLAR	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
GANDEN	n/a	SALYCELIS	GEDA	1270	1.23	13	4	0	
GEDA	n/a	FORSETHA	KING	1630	1.24	17	5	38	BARON FORSETHA
GENILDEN	n/a	RILHUCUL	GEDA	2390	1.22	25	7	0	
HANERDEN	n/a	Bailiff	NAMADEES	1610	1.24	17	5	0	
HARIK	n/a	HACAED	ONDEN	1750	1.22	18	5	0	
HASIARY	n/a	Bailiff	ILAON	1010	1.23	12	4	0	
HIEATH	n/a	Bailiff	BURZYN	810	1.23	10	2	0	
HOARDREL	n/a	RYDANUS	LERENIL	1390	1.23	14	5	0	
HUSIAROL	n/a	Bailiff	ILAON	940	1.22	11	3	0	
IEARDEL	n/a	RELNARRIL	BURZYN	1980	1.22	21	5	0	
ILAON	n/a	WYNTERSEL	ONDEN	1500	1.22	16	4	0	
IMAGOS	n/a	IEWYN	ONDEN	1500	1.22	16	5	0	
INVARNY	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
JEIRTERN	n/a	KESGYATE	AEREBEN	2280	1.21	23	7	0	
JERGRAYN	n/a	Bailiff	LERENIL	1150	1.23	14	4	0	
KESDUNID	n/a	RHYDADUN	LERENIL	1310	1.23	14	4	0	
KYNADIN	n/a	BIURUNE	CAERMEL	1790	1.21	19	5	0	
LANDIN	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
LANERYD	n/a	NARIALON	LERENIL	1910	1.21	20	5	0	
LARIALON	n/a	TONARIL	LERENIL	2160	1.22	23	6	0	
LARNER	n/a	BRIGALIS	ONDEN	1600	1.23	17	5	0	
LARWYN	n/a	LARLES	ONDEN	1500	1.23	16	4	0	
LEDYNE	n/a	Bailiff	ANDAZYN	1540	1.23	16	5	0	
LERENIL	n/a	LEGITH	KING	600	1.23	8	3	31	BARON LEGITH
LISRYD	n/a	SELKES	BURZYN	1410	1.23	15	5	0	
LYSFEIR	n/a	SYRSAL	AEREBEN	1600	1.21	17	5	0	
MELDUN	n/a	Bailiff	CAERMEL	2850	1.18	30	8	0	
MENTASIA	n/a	SALCELLIS	ONDEN	1760	1.22	18	5	0	
MILNYRD	n/a	BENERE	LERENIL	1760	1.22	19	4	0	
MYRD	n/a	SIALAR	ONDEN	1410	1.22	15	4	0	
NAMADEES	n/a	Abbot	KING	2310	1.23	24	7	0	ABBEY[4]
NANEIAL	n/a	Bailiff	GEDA	1130	1.23	13	4	0	
NARANE	n/a	IALON	AEREBEN	1710	1.20	18	4	0	
NARASIN	n/a	KESREL	ANDAZYN	1880	1.22	20	5	0	
NERAND	n/a	AATHNAR	LERENIL	1900	1.23	19	6	0	
OLLASH	n/a	NARCYNSAL	GEDA	1680	1.24	17	5	0	
OMALDY	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
ONDEN	n/a	Constable	KING	1040	1.23	12	4	34	
ORDMELN	n/a	KYNYSS	BURZYN	1540	1.22	16	5	0	
RILDREL	n/a	CEMELRYD	ONDEN	1710	1.22	18	4	0	
ROLYCE	n/a	Bailiff	LERENIL	3170	1.22	33	10	0	
RYNATH	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]

PLACE	HUNDRED	HOLDER[1]	LEIGE SEAT	GROSS ACRES	LAND[2] QUAL.	HOUSEHOLDS[3] SF	RF	UF	
SARIUS	n/a	ANASYR	GEDA	1520	1.23	16	4	0	
SHENADUN	n/a	CESELRYD	CAERMEL	2440	1.20	26	7	0	
SHURIS	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
STAENOR	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
TENIR	n/a	EREMYRD	BURZYN	2100	1.22	22	6	0	
TERANE	n/a	Bailiff	ONDEN	1080	1.23	13	3	0	
TESLISA	n/a	ANDCYN	GEDA	2180	1.22	23	7	0	
TOUWYN	n/a	KESIALON	BURZYN	1560	1.23	17	4	0	
TUWGLAN	n/a	LLAYLEANE	ANDAZYN	2010	1.23	21	6	0	
TYANNAL	n/a	DOCORD	LERENIL	1950	1.21	20	6	0	
ULMSTANE	n/a	Kt/Com.	NAMADEES	1650	1.24	18	4	0	CHAPTER HOUSE[5]
ULSONRIL	n/a	Bailiff	AEREBEN	1940	1.21	20	6	0	
VALLDY	n/a	n/a	n/a	0	n/a	0	0	0	ABANDONED MANOR[6]
WYNERE	n/a	Bailiff	BRIGMER	1500	1.23	16	4	0	
WYNWLIE	n/a	BENTER	GEDA	1750	1.23	18	5	0	

1. Clans (capitalized) hold their lands in fee simple.
   Named officials (Bailiff etc.) hold fiefs "in trust" for the leige.
2. Average land quality for Harn is 1.00.
3. SF: Serf RF: Rural Freemen UF: Urban Freemen
   Average of 4-5 persons per household, including children.
   Generally, only settlements of 10 (or more) households are mapped.
   Smaller settlement data is included in Manor data.
4. Clerical Order, Spear of Shattered Sorrow, Temple of Larani.
5. Fighting Order, Lady of Paladins, Temple of Larani.
6. Abandoned Manors date from several periods. They are in various states of disrepair.
7. Trading post established by Navehan augurs among the Pagaelin.
   (See "Pagaelin" [EH9])

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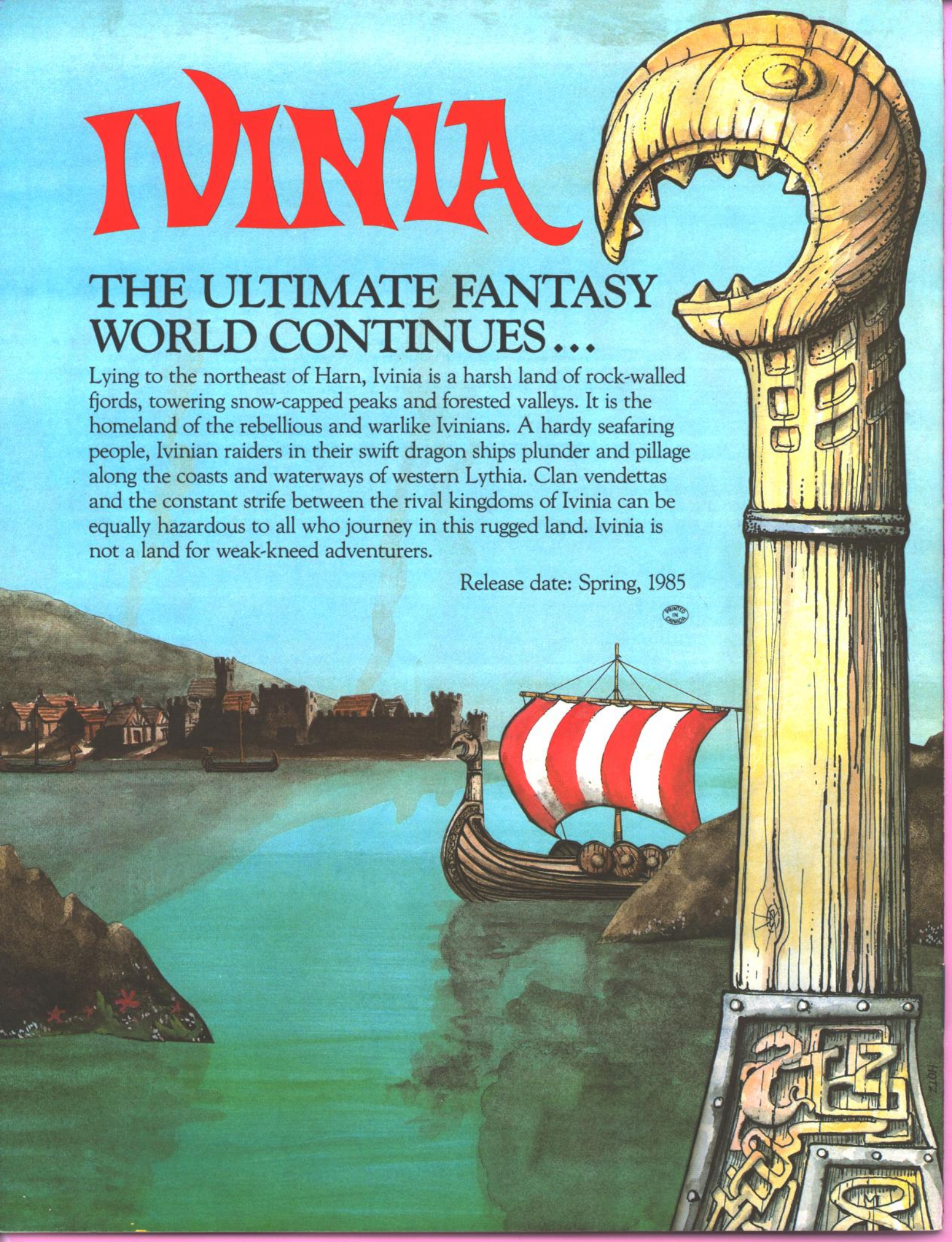
IVINIA
THE ULTIMATE FANTASY WORLD CONTINUES...
Lying to the northeast of Harn, Ivinia is a harsh land of rock-walled fjords, towering snow-capped peaks and forested valleys. It is the homeland of the rebellious and warlike Ivinians. A hardy seafaring people, Ivinian raiders in their swift dragon ships plunder and pillage along the coasts and waterways of western Lythia. Clan vendettas and the constant strife between the rival kingdoms of Ivinia can be equally hazardous to all who journey in this rugged land. Ivinia is not a land for weak-kneed adventurers.
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